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3.3 Sequence of Play

1. Air Phase
2. Supply Phase
3. Reinforcement Phase
4. Unit Organization Phase
5. American 1st Operation Phase
6. American 2nd Combat Phase
7. German 1st Operation Phase
8. German 2nd Combat Phase
9. American 3rd Operation Phase
10. American 2nd Combat Phase
11. German 3rd Operation Phase
12. German 3rd Combat Phase

3.4 Sequence of Play Exceptions

The first two (December) of the Americans have no Unit Organization Phase. Only new American units are given operative points. The German on December 10th (the *First Day*) may perform one or other actions including allocating combat. Some German units are given pre-operation points and some receive close next operation point allocations. On December 11th (the first time some American units have their operation points reduced).

The Americans are automatically supplied on December 10th and 11th (these are not hard). The Germans are supplied through December 11th (are there).

3.0 AIR PHASE

During this phase, players will allocate and execute ground attack and interdiction or control.

3.1 Air Point Allocation

The American player receives air points according to the weather:

Clear = six points

Fog = five points

Overcast = one point

The German player receives two air points on December 10th (are there) and receives one air point every time that weather.

3.2 Air Mission Menu

If either or both players receive air points a menu will appear with the following commands available:

AF-2 - selects the screen 1-6, shows the cursor in the indicated direction

Display - lists the menu

Interdiction - Adds an air point to interdiction of enemy movement

Ground Attack - Executes an attack on the hex based on the cursor

3.3 Interdiction

Every air point allocated to interdiction acts to reduce operation points received by enemy units. The more points allocated the greater the effect. Enemy units are randomly affected.

3.4 Ground Attack

Every attack unit in the hex under attack has a 50% chance of being disrupted. In addition, units in travel mode have a 50% chance of being attacked. Disrupted units lose half of their efficiency. Attacked units lose 50% of their combat strength and are changed to support mode.

3.5 Air Drops

Air points not used in the Air Phase may be

used for air drops in the Unit Organization Phase. An air drop in a hex drops all units up one supply level (unless it is unsupplied and unsupplied to supplied).

4.0 SUPPLY PHASE

Units may be in three supply states: supplied, unsupplied or isolated. They must have a supply line to a road that runs off a friendly map edge. See 10.7 for examples of supply.

4.1 Supply Lines

Units in supply are units able to move a line of supply. A road that runs from a hex, unobstructed by enemy units, to a supplied road. A supplied road is one that runs from a hex of road hexes off a friendly map edge, unobstructed by enemy units. American friendly map edges are the north, south and west edges. The Germans are only the east map edges. An enemy has a road that either contains an enemy unit or one that runs east, entered by an enemy unit. Players do not need to connect roads with the actual road. This computer does it for all units. Note that enemy forms of control lines and to enemy unit do not block the supply line.

4.2 Supply Status

A unit is supplied if its supply trace is unobstructed. A unit is unsupplied if not unobstructed. A unit is isolated if it is un-supplied, unobstructed by enemy units of control or unit losses of control must be interdicted against enemy units to be effective) without under the command control of a division. A unit is under the command control of a division by being itself a division unit, or by being in or adjacent to a hex containing a divisional unit.

4.3 Supply Effects

Unsupplied units have their operation points halved. They not only fail to receive efficiency, but also suffer an additional efficiency loss. They have their modified combat strength by 10% when defending and 50% when attacking and lose and transfer artillery to or get bridge blowing or building and fortifying units not be performed by unsupplied units. Isolated and unsupplied units may not change to travel mode. In addition, units will be automatically changed to support mode if they reach a hex where their status changes in the Supply Phase, unless their status changes due to the reaction roll effect.

Isolated units suffer the same penalties as unsupplied units with some differences. They modified combat strength to not by 50% when defending, they receive no operation points and there is a 50% chance that they will surrender when attacked. As supplied, isolated units are not attack.

4.4 Supply Exceptions

Americans are not automatically considered to supply on December 10th and 11th (the first two game turns). German units are supplied through December 10th (are there).

During on December 10th (are there) there is a 50% chance that any given unit is German unit will not be of fuel. Each unit are given an unsupplied status regardless of the supply trace.

5.0 REINFORCEMENT PHASE

The computer will automatically enter new reinforcements on the map edge according to the Order of Battle Chart located at the back of the rule book.

5.1 Entry Hexes

If the entry hex of a reinforcement unit is empty, occupied or its entry would violate stacking, the unit will enter a nearby map edge location. Entry hexes are listed on the Order of Battle Chart for reinforcing units.

5.2 Delayed Arrival

Each unit is allowed only one entry onto the map at one time. The American may have fifty units and the German twenty. If a reinforcing unit would violate this limit then the unit's arrival is delayed four turns. The player would have to build up waters, through combat, lose a unit in order for the reinforcing unit to appear the next turn. For every delayed point, reveal off the map by the German player the American player into the very next reinforcing unit on the north or west map edge permanently delayed.

6.0 UNIT ORGANIZATION PHASE

During this phase, players may perform several operations including uniting, moving, unit build-up and breakdown, bridge blowing and building, capturing replacement and exiting units from the map.

6.1 Current Menu

While in this menu a player may choose the following functions:

AF-2 - selects the screen and 1-6 moves the cursor to the indicated direction

Unit - Accesses the unit in the hex beneath the cursor

Unit - lists the current player's Unit Organization Phase

Display - Pressing this key will change the turn in the table for the computer to clear the screen after screen displays. The computer player has a 50% chance of displaying the key will change the screen. Pressing the key will change the number by one. When it is reached the next number accessed is zero.

Form - Accesses all unit shapes from the map to expose the terrain underneath. Press any key to return units.

6.2 Unit Menu

When the Unit function is used from the current menu and there is more than one unit in the hex, a list of the units is displayed, numbered from one to two-thirds. Pressing a number will select that unit while pressing equal will return to the unit menu.

6.3 Unit Organization Menu

An entered unit will have its statistics and each turn displayed (see a sample screen of rule book for explanation of Display). At the

pay an additional operation point cost to enter or leave an enemy BOC (units moving in normal mode directly from one enemy BOC to another have their operation points reduced to none). Fortified units move when in an enemy BOC. Units within unoccupied units must be surrounded by enemy BOC if enemy units suffered by them. Supply and air support may not be conducted in enemy BOC. Units that must retreat into an enemy BOC lose extra casualties. The 10th German Panzer Brigade does not pay BOC costs through December 19th from now. This cost had a special inflicting mission and was completed status of captured American equipment.

German units may not move into the area between the 1 coordinate of the map the highest vertical German unit. This rule exists to limit unassisted German control of the southern narrow and allows single room for reinforcing American units. American units except for those indicated on the Order of Battle Chart, may not enter 1 coordinate locations through invasion locations through December 22nd from now. This restriction is in effect only if the Invasion option is used when first setting up the game. This restriction reflects the increased control and communications problems the Americans experienced between the northern and southern portions of the battlefield that allowed German Panzer divisions to reach Houston and cross the Gulf of Mexico relatively early.

Units may not use road movement locations in travel mode but T 1 Travel Mode. Mobile units except for engineers and paratroopers may only enter a road in travel mode at a bridge. Engineers units reduce operation point costs for units crossing them in normal mode if the engineer unit occupies either the other river crossing.

Each non-defensive unit has a stacking value of one. A defensive unit has a stacking value equal to the number of units built into it. No more than three stacking points may be in a hex at any one time. Units in travel mode pay one more operation point to stack with friendly units in normal mode. Units in travel mode may not stack together in occupied reinforcement.

7.7 Travel Mode and Road Movement: A unit may change from normal to travel mode or from travel to normal mode at the cost of operation points (see Operation Cost Table). An unoccupied or isolated unit may not change to travel mode. American non-stable units have their remaining operation points doubled when they enter travel mode. Units in travel mode change automatically to normal mode when arrived. Travel mode units have their modified combat strength reduced by 40%.

Units may only use road movement mode when in travel mode. Units in travel mode may only move into a hex that has a white hexside or connection with a center hex. That white hexside represents a road connecting the two hexes shown on the DMR. Travel mode units require an additional point to stack. Travel mode units may not stack with each other except when first placed as reinforcements.

7.8 Fortifications

Acet may fortify to five levels by expending

the operation point cost (see Operation Cost Table). Fortification costs more when the unit is next to an enemy unit. Fortification costs less when an engineer unit in normal mode is present. When a unit moves to fortification level, it must be a unit modified combat strength when a defending unit is reduced by 10% per level of fortification. A unit's chance of retreating is also decreased when fortified.

7.9 Flanking Combat and Advancing After Combat

Both the defender and attacker expend operation points in combat. If unit stacks in the second operation phase after retreating operation points are used. A unit is stronger to move into an enemy unit's multiple combat against that unit, provided the unit has sufficient operation points. The defender that the unit attacked will receive the display of where the unit is attacked. Combat phase may not be repeated.

A unit may designate itself to advance after combat. It will advance if eligible.

7.10 Rolling Through Unit

The German player may not turn off the map from specific hexes but may on the west and north map edges. Such units may never enter the game.

Both German units and victory point systems. These points are not added to the score until the end of the game. Provided that the hex noted from a still in German supply. For every ten combat points of units called the American player has his unit still reinforcing unit on the north or west map edge permanently delayed from entering the game.

8.0 COMBAT

When the Combat Phase is initiated either combat planned by the player is resolved in order of the combat plan. The combat strength for both sides are added up and modified by various factors to determine the final odds. Units are then rolled and a die distributed among the participating units. Retreats and advances are resolved by the computer for eligible units. Odds, losses, and retreat results are displayed on the screen. In addition, the approximate, unmodified combat strength and hex location of the defender are also displayed.

8.1 Efficiency

Each unit has an efficiency that ranges from 10% to 100%. A unit's combat strength is directly modified by its efficiency in combat strength of 10 with 10% efficiency would have a modified strength of 10. Efficiency represents a delay and disruption caused by a unit from movement and combat. Available efficiency for every hex a moves into except when in travel mode. A unit loses efficiency in battle according to its losses. Attacking units will lose more efficiency than defending units on a per loss basis. Isolated and unoccupied units lose efficiency at the beginning of each turn.

Units on supply regain unit efficiency at the beginning of each turn. Any unit that operation points from the previous movement phase recover efficiency on a point for point basis at the beginning of the turn.

8.2 Combat Strength Modifiers and Retreats

The losses of the defender will modify his strength according to the Combat Modifiers Table. The attacker will be cut by 10% if attacking across a river hexside. A unit's fortification level will increase its strength when defending by 5% per level. Unoccupied units have their attack strength cut by 50% and their defense cut by 10%. Isolated units can not attack and are cut by 50% when defending.

After the above modifiers are applied to the unit's net strength, losses are then applied. Attacker points for the attacker and defender are then added to the strength totals. Attacker points for the attacker are halved against losses and reduced by 10% per lost level. A unit may not be modified by more than triple its combat strength including damaged losses and artillery.

8.3 Casualties

The attacker's losses are based on its unmodified combat strength, a random, and a constant. The defender's losses are based on the attacker's losses, the odds, and a random. In addition, losses are incurred by artillery. The defender loses one combat strength point per enemy artillery point, and the attacker loses one combat strength point per enemy artillery point. Losses are distributed to units proportionally based on combat strength.

8.4 Retreats and Advances

Retreats are based on the percent of casualties lost, unmodified combat strength, and a random. Units in normal and units without retreat results will not retreat, but will incur an additional strength loss when retreating into an enemy BOC will incur additional casualties.

The computer will assign fully-retreat and advance units. Generally, units will retreat toward friendly lines away from the attacking force. The first unit to plot the attack will advance first if eligible. Units will not advance or retreat when normally prohibited in regular movement. Units in front operation points when retreating or advancing (except BOC total). A unit will advance or retreat even if it has been isolated against its points.

9.0 WEATHER

Weather affects the number of air points that units may receive. A ground force starting December 24th from east and losing until the end of the game is independent of the weather (see Operation Cost Table). Below is a chart that shows the chance of the various types of weather occurring by time.

December 10th and 17th - 50% Overcast

December 10th through 24th - 50% Overcast and 25% Fog

December 24th through 27th - 50% Overcast, 50% Fog, and 50% Clear

December 28th through 29th - 25% Fog and 75% Clear

10.4 VICTORY CONDITIONS

The German gave victory points for taking towns, killing units, eliminating American units, having a larger percent of its combat strength eliminated, and controlling land areas north of St. Hubert and west of the Garbina River. The German player loses points for eliminated German units and having a greater percent of its combat strength eliminated than the American. The total points are used to determine the level of victory.

10.4.1 Victory Points

At the end of the game the German receives 25 points per town that he controls (20 points for Bismarck). He also will receive 25 points per town he holds. The towns below the German receives 10 points per town for Bismarck P. (2).

LOCATION	LOCATION
Bismarck 10.2	Stanton 10.2
Madison 17.4	Collier 20.9
Greenham 27.20	Durbin 20.9
St. Hubert 10.20	Agawic 4.15
Madison 20.20	Spa 20.20
Navajo 24.10	Stanton 20.20
Wolf Point 22.17	Harlingen 24.1
Manley 20.10	Ray 20.2
Wichita 20.10	

German units that end the eighth week or north map edge lose 100 points per town based on the town they end and number strength. A total receive one victory point per three control points per town that a has ended provided the road line is ended here is still an supply at the end of the game.

The German receives 10 points per eliminated American shipping point and lose 20 points per eliminated German shipping point. Engaged and eliminated units do not count.

At the end of the game the percent of combat strength left for each side will be determined. For every percentage point that the German has more than the American he receives 20 points. For every percentage point less than the American he loses 20 points.

At the end of the game the German will receive 1 points per controlled supply of road line north of St. Hubert and west of the Garbina River.

10.4.2 End of Game and Victory Levels
When the game ends the players will contribute to the next turn's supply. The win is calculated victory points. At the final victory will be allowed in excess units on both sides to extend the game.

The German units at the end of the game are assigned to the chart below for the level of victory.

US	GR	Level of Victory
1000	1400	American Strategic
1100	1700	American Tactical
1200	1600	Draw
1700	1600	German Tactical
1800	2000	German Strategic

The US column refers to the West Side by American and the US column refers to the East Side by American and the Twelve by American. The points used to the maximum needed to attain that level of victory.

11.0 HISTORICAL COMMENTARY

In September 1918 the German army was on the verge of defeat. On the Western Front the Germans were outnumbered nearly 3:1 in divisions. The British-U.S. forces had reached the Western defenses on the German border. On the Eastern Front the Germans had driven to East Prussia and occupied most of Russia. In Italy the Germans had been slowly pushed back to the Po Valley in northern Italy. During June, July, and August the Germans had suffered tremendous losses in manpower and their own shortages in tanks, ammunition, and fuel.

Either the Germans had no intention to launch a counterattack from the Ardennes with the objective being the large port of Antwerp which the British had captured earlier. If Antwerp could be taken it would cut off the entire British-Canadian Armies, the British U.S. Army, and part of the First U.S. Army in Holland and Belgium.

During August and September the Western Allies had driven across France and Belgium to the German border. The Germans had held onto some of the major ports on the coast which forced the Allies to land supplies from the Normandy beach head. The Allied supply line was therefore severely stretched and incapable of supplying all the forces at once. Hitler guessed that this would give him time to prepare his defenses along the interior and build up his strength in order to launch the counterattack. The interior was and would be his key to slow down the Allied attack.

Due to the powerful Allied defense which controlled the shore, Hitler needed a line of retreat south to begin this attack and break through to reach Antwerp. The Ardennes area was the only place that was not used as a landing place for the western allies which had been the case since 1918. The 1st Infantry Division was put into the Ardennes to the new 100th Infantry Division. By concentrating the German forces on a narrow front, Hitler hoped to quickly punch the front line and make for the Meuse River crossings and then into Antwerp. The heavily wooded Ardennes area would provide excellent cover to conceal the buildup of forces into the front line.

Initially the Germans had 12 Infantry and Panzer Divisions on the attack. Against them were 5 Infantry Divisions, 2 Cavalry Divisions, and 1 Armored Division.

During the early morning hours of December 16, 1918, the Germans initiated their long awaited counteroffensive. A tremendous artillery barrage was fired at the opposing Allied communications and cutting gaps in some of the German American units. The Germans quickly advanced through the scattered U.S. positions and soon had crossed or surrounded the 12th and 100th Infantry Divisions and the 2nd Cavalry Division. Two regiments of the 100th Infantry were captured their retreat route blocked by advancing German units. They surrendered on December 18th.

By December 18 the 103, 105th, and 116th Infantry Divisions severely held the line retreating northward from Bismarck. Any

further attack would be stopped with heavy losses. By December 18 had managed to get in Bismarck, but was not and all fuel and nearly surrounded by retreating American units. The 1st and 10th Infantry Divisions held the area from Bismarck to Bismarck. The 1st Armored 4th, 10th, and 12th held the fortified German edge which included the area around St. Hubert surrounding the Ardennes. The 10th Infantry was playing along the Salme River from Three Points to Vichard and westward in a pass a few miles south of Manley. The 10th Armored Division had just barely arrived in Bismarck in 1918.

By the 20th the 10th Panzer Division had reached Bismarck and was looking for a bridge to cross the Garbina River. The 1st Panzer Division was north of Bismarck and Panzer Lehr was to the east of Bismarck. The 2nd Panzer Division Division was about to enter 1918 and the 10th Infantry had been in Bismarck and was moving on the front.

By December 21 Bismarck was surrounded by the German 10th, 10th, 10th, and part of Panzer Lehr. The 1st Panzer Division was close to Bismarck. The 10th Panzer was attacking the U.S. 3rd Armored in Bismarck. The remnants of the American forces who had held the fortified German edge had been withdrawn to the Salme River by Vichard. They had held up the German advance for about two weeks. The 10th Panzer Division was looking for a bridge to cross the Garbina River. The 1st Panzer Division was attacking from Three Points to Vichard.

By December 22 the 1st Panzer Division had been moved by the U.S. 1st and 10th Armored Divisions near Collier and had moved back to Bismarck. The 10th Panzer was attacking the 10th Infantry near Bismarck. The 10th Panzer had pushed the 10th Infantry which was now looking for a line from Three Points to Manley. The U.S. 1st Armored Division managed to open a narrow corridor into Bismarck and it linked up with the 10th Infantry of the 10th Armored. On the north flank the Germans held positions across the Salme River a few miles by the 10th, 10th, and 10th Infantry Divisions.

On January 1 the Allies would begin their counterattack to reduce the bridge needed for the German advance. By the end of January the front line would be back to where they were on December 12.

The German breakthrough in the Ardennes failed for a number of reasons. The American-American defense of the road junction delayed the German advance enough to allow American reinforcements to arrive on the battlefield and delay American reinforcements arrived with some of the German thought possible whereas German reserves were committed too late. The road was quickly becoming very congested traffic being jammed for behind the forward advancing units. In addition, poor weather conditions created extremely treacherous roads. American airpower proved devastating to any German vehicles moving along the roads during daylight hours in clear weather. The heavy congestion in road centers also caused traffic to back up. Some of the initial German attack was made. German units of fuel and with

10.3 Unit Statistics and Combustion Example

When a unit is destroyed during the Unit Deposition Phase or when a unit is displaced within the combat radius of the Deposition Phase, the following statistics and conditions of the unit are displayed:

SEP 116 72 0FF ADVANCE-5
 COMBAT 105 ARTILLERY 30
 OPERATION 20 FORT 2 0FF 100%
 SENSOR 2 NORMAL SUPPLIED
 LVR CORPS ARTILLERY 40

In the example above the German 10th Panzer Division:

- will not advance after combat
- has 100 combat strength points
- has 20 artillery points
- has 10 remaining operation points
- has a combatant level of two
- has an efficiency of 100%
- has a strength value of two
- is in normal mode
- is in a supplied state
- belongs to the LVR Corps which has 40 remaining artillery points in the vehicle line but will participate in the Deposition Phase if the unit belongs to a Corps Artillery Pool.

10.4 Artillery Corps Table

Corps	Combatant Size	Art. Pts	Ratio: Pnt./Data
American			
7 Corps	1 0 0 50	115	30/100 50
10 Corps	45 45 111 111	0	40/100 50
21st Corps	140 40 30 100 70	0	50/100 50
18 Corps	80 50 45	0	40/100 50
13th Corps	30 40 111	40	40/100 50
32d Corps	40	0	30/100 50
German			
100th Corps	100 100	45	
105 Corps	11 0 0 1 0 1 0 1 0 1	110	
108 Corps	100 100	0	30/100 50
109 Corps	14 0 1	20	
114th Corps	30 0 0 1 0 1	70	
118th Corps	40 0 0 0 0	40	
145th Corps	75 0 0 0 0	30	

10.5 Operation Cost Table

Vehicle/Action	Vehicle Value	Non-Vehicle Value
Clear (Frontal)	100	100
Bought (Frontal)	100	100
Run (Frontal)	400	300
Forward (Frontal)	800	700
Rear (Frontal)	100	100
Bridge?	10	10
Slow (Engineered)	100 200	400
Enter (Frontal)	1	1
Enter (Enemy BOC)	0	0
Leave (Enemy BOC if Model)	400	400
Change Mode (Vehicle?)	7000	700
Command Bridge	ALL	ALL
Destroy Bridge	10	5
Defend in Combat	0	0
Attack in Combat	0	0
Fortify (Flag)	1000	400
Fortify in BOC (Flag)	30 10	100

NOTES:

- (1) The printed *frontal* starts BOC 50.
- (2) Units must be in travel mode.
- (3) 40 per German unit that crosses the bridge that turn. No additional cost for American units.
- (4) Engineer unit applies if engineer is at either side of river crossing.
- (5) If a unit in normal mode has just cost of an enemy BOC its operation points are reduced to zero.
- (6) American cost models were four double (model) the cost to drive travel mode.
- (7) Exception: Panzergraders may cross rivers at a cost of 4 points with an engineer and 0 points without.
- (8) Once the attack is the second operation phase, leave their operation points reduced to zero.

10.6 Combat Modifiers

Vehicle/Condition	Inf	Inf Mod	All Mod/Inf
Clear	1.0		1.0
Bought	1.0		1.0
Run	1.0		1.0
Forward	1.1		1.0
Rear	1.0		0.5
Travel Mode	0.5		0.5
Invulnerable	1 + 1/2 X Level		0.5
Overseas	1.00		1.00
Efficient	(1/2) X (0)		(2/3) X (4)
Unsupplied	0.5		0.5
Isolated	0.5		0.5

10.7 Supply Examples



▲ = German Unit

Units numbered 1-4 are American and units labeled A-G are German. American units 1, 3, 4, 5, and 6 are supplied. Unit 2 is resupplied because it cannot move supply with a two boxes of a frontally supplied unit here. German A is supplied. Unit B is isolated and units C and D are unsupplied. Unit B is isolated because it is unable to move supply with a surrounded by enemy BOC but enemy can't reach it. Unit C is unsupplied due to a blocked supply line. It would be isolated if it were 1 unit to a disconnected and water also surrounded by enemy BOC. Unit D has a blocked supply line and would be isolated if it were a 2-boxed unit.

14.0 DEDICATION

We would like to give our appreciation to Axel Billings whose criticism and support helped make this game.



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OPERATION COST TABLE

	Mobile Units	Non-Mobile Units
Terrain/Action		
Clear (Fronzel)	300	300
Rough (Fronzel)	600	300
Town (Fronzel)	400	300
Forest (Fronzel)	800	300
Road (Towns)	100	100
Bridge	+0	+0
River (Engineers)	N/A/30	500
Enter Enemy Box	1	1
Enter Enemy ZOC	2	2
Leave Enemy ZOC (T Model)	400	400
Change Mode (American)	700	300
Construct Bridge	ALL	ALL
Destroy Bridge	10	5
Defend in Combat	0	0
Attack in Combat	0	0
Fortify (Eng.)	1000	800
Fortify in ZOC (Eng.)	1000	1000

Notes:

1) The ground phase costs \$20.00.
2) 1 unit loss for 1 unit moved.
3) 10 per German unit that crosses the bridge (the loss). No additional cost for destroyed units.
4) Engineer can enter if engineer is in water (only if) first crossing.
5) If a unit is moved into box, has been in box since 1000, its operation points are

reduced to zero.
6) American can make only one double action (the one) in one move.
7) American, for engineers, they can enter a unit's zone (if a unit's zone is not empty) and make moves.
8) American can make one move (the one) in one move.
9) American can make one move (the one) in one move.

ARTILLERY CORPS TABLE

Corps	Composite Div.	Art. Pts.	Rate Date
American			
V Corps	1,2,9,99	110	30/Dec 15
VII Corps	33,34,79,84,84	0	60/Dec 15
XVII Corps	14,32,30,108,7A	0	60/Dec 15
III Corps	36,35,4A	0	60/Dec 21
VIII Corps	38,101,9A	40	45/Dec 19
XII Corps	30	0	30/Dec 22
German			
LXVII Corps	87,138	60	
IS8 Corps	11,177,173,156	130	
	158,158,158,158		
IS8 Corps	158,158	0	15/Dec 19
LXVI Corps	15,43	20	
XLVII Corps	36,152,158	70	
	99,158,158		
LXIII Corps	160,116,152	60	
LXXXV Corps	79,152,152	50	

COMBAT MODIFIERS

WEATHER

December 16th and 17th — 100% Overcast

December 18th through 21st — 50% Overcast and 50% Fog

December 22nd through 24th — 10% Overcast, 34% Fog, and 50% Clear

December 25th through 27th — 34% Fog and 66% Clear

Terrain Condition	Def. Modifier	Att. Modifier
Clear	1.0	1.0
Rough	1.3	1.0
Town	2.0	1.0
Forest	1.7	1.0
River	1.0	75
Travel Mode	40	40
Fortification	1 + 1 (X Level)	N/A
Divisional	1.25	1.25
Efficiency	EFF # X .01	EFF # X .01
Unsupplied	75	50
Isolated	50	N/A

If you have any questions or problems regarding the program or game, please send a self-addressed, stamped envelope with your address to: STRATEGIC SIMULATIONS INC.
663 Glenview Road, Bldg. A-300, Glenview, IL 60043-1983
Or call our Hotline Number: (815) 954-1200 every weekday 9 to 5 (PST)